

Special Agent Jonathan Cross

Overview

Overview



Agent Cross is what most people refer to as a spook, one of the Men in Black. He is almost like an entity sent from 'the government'. Perhaps during one investigation he says he is with the NSA, on another he claims to be part of the ATF. It is never quite clear which organization Agent Cross truly works for. What is clear is that he has a vested interest in keeping anything supernatural from being exposed to the public, and he has a great deal of influence within the justice system of the United States.

Basics

Basics

Name

Jonathan Cross

Player

Scruffy Man

Chronicle

Baltimore After Dark

Nature

Director

Demeanor

Soldier

Concept

Man in Black

Clan

Generation

Sire

Attributes

Attributes

Physical

p
Strength

11000
Dexterity

11100
Stamina

11000
Social
s
Charisma

11000
Manipulation

11100
Appearance

11000
Mental
t
Perception

11100
Intelligence

11110
Wits

11100

Abilities

Abilities

Talents

p

Alertness

11000

Athletics

11000

Awareness

11000

Brawl

11000

Empathy

11100

Expression

00000

Intimidation

Threats

11000

Leadership

00000

Streetwise

00000

Subterfuge

Misleading, Impeccable Lies

11100

00000

Skills

s
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

00000
Firearms

11100
Larceny

11000
Melee

11000
Performance

00000
Stealth

11000
Survival

00000

00000
Knowledge
t
Academics

00000
Computers

10000

Finance

00000

Investigation

Forensics, Databases

11110

Law

11100

Medicine

00000

Occult

11000

Politics

00000

Science

10000

Technology

10000

00000

Advantages

Advantages

Disciplines

00000

00000

00000

00000

00000

00000

Backgrounds

Alternate Identity DHS

11000

Alternate Identity ATF

11000

Alternate Identity CIA

11000

Alternate Identity NSA

11000

Resources

11000

Arsenal

11000

Virtues

Conscience/Conviction

11000

Self-Control/Instinct

11100

Courage

11111

Humanity/Path

11111 00000

Path
Humanity
Bearing

Willpower
11111 11100
00000 00000
Blood Pool
00000 00000
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Iron Will

3pts
Eidetic Memory

2pts

Flaw
Type

Bonus

Addiction Nicotine

3pts

Rituals & Paths

Rituals & Paths

Ritual

Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

9

Spent

Notes

Freebie points:

2 Eidetic Memory

5 for Intelligence 4

5 for Manipulation 3

6 for Subterfuge 3

2 for Subterfuge Specializations

1 for Resources 2

(21)

Experience:

6 for Subterfuge and Intimidation
28 for various Abilities
5 for Specializations
8 for Backgrounds
18 for Willpower 8
10 for Empathy 3
(75)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

9MM Handgun, kevlar vest

Feeding Grounds

Havens

Equipment (Owned)

Top of the line laptop

Vehicles

Dodge Charger

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Description

Description

Age

43

Apparent Age

43

D.O.B.

March 30, 1981

R.I.P.

Hair

Blonde

Eyes

Green

Race

Caucasian

Nationality

American

Height

6'3"

Build

Fit

Gender

Male

Face Claim

Albert Wesker

History

History

Revision #7

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